

# Developer Productivity Engineering for Open Source Communities



Etienne Studer, SVP of Engineering, Develocity

# Gradle

Deeply rooted in the open-source world.

- ◆ First release of the Gradle Build Tool in 2009
- ◆ More than 30 million downloads/month
- ◆ Open sourced under the Apache License 2.0
- ◆ Default build tool for Google Android and Spring Boot applications
- ◆ Leader in the build tool used by new GitHub projects

Gradle  
BUILD  TOOL



# Community over Code 2023 – Gold Sponsor



# ASF – Targeted Platinum Sponsor

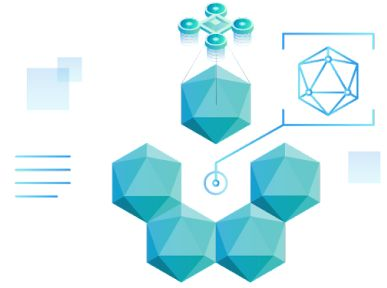
 **DE**V/ELLOCITY

+



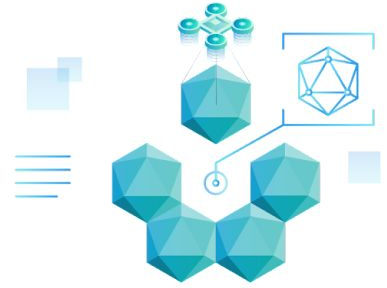
THE  
**APACHE**<sup>®</sup>  
SOFTWARE FOUNDATION





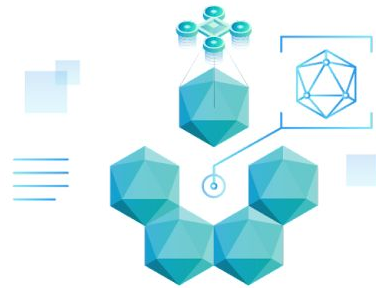
Time is precious.





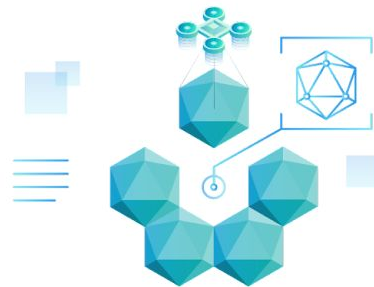
Making optimal use of our time is crucial to  
our impact and happiness.





Developers are most productive and happy in the state of “flow”, creating high-value, high-quality features at a fast pace.





Oftentimes, developing software comes with a lot of waiting, context-switching, inefficient troubleshooting, googling, and many gut-feel decisions.



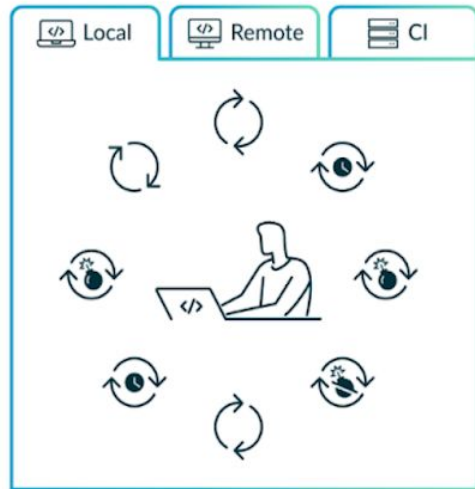




Toolchain behavior is a major contributor and inhibitor to developer productivity



# High Friction in Developer Productivity



240 days per year



100s of developers



Productivity



Cost

10s of millions



This takes too long!



This takes too long to fix



This should have been observable

# High Friction in Developer Productivity

- **Waiting on builds and tests is still a problem.** Despite industry-wide investments in DevOps, developers still say the most time-consuming thing they're doing at work besides writing code is waiting on builds and tests.

*GitHub Survey 2023*

# Developer Productivity Engineering (DPE)



DPE is a new software development practice used by leading software development organizations to maximize developer productivity and happiness.

1970s+

JIT  
Manufacturing

1980s+

Business  
Process  
Reengineering

1990s+

Change  
management

2000s+

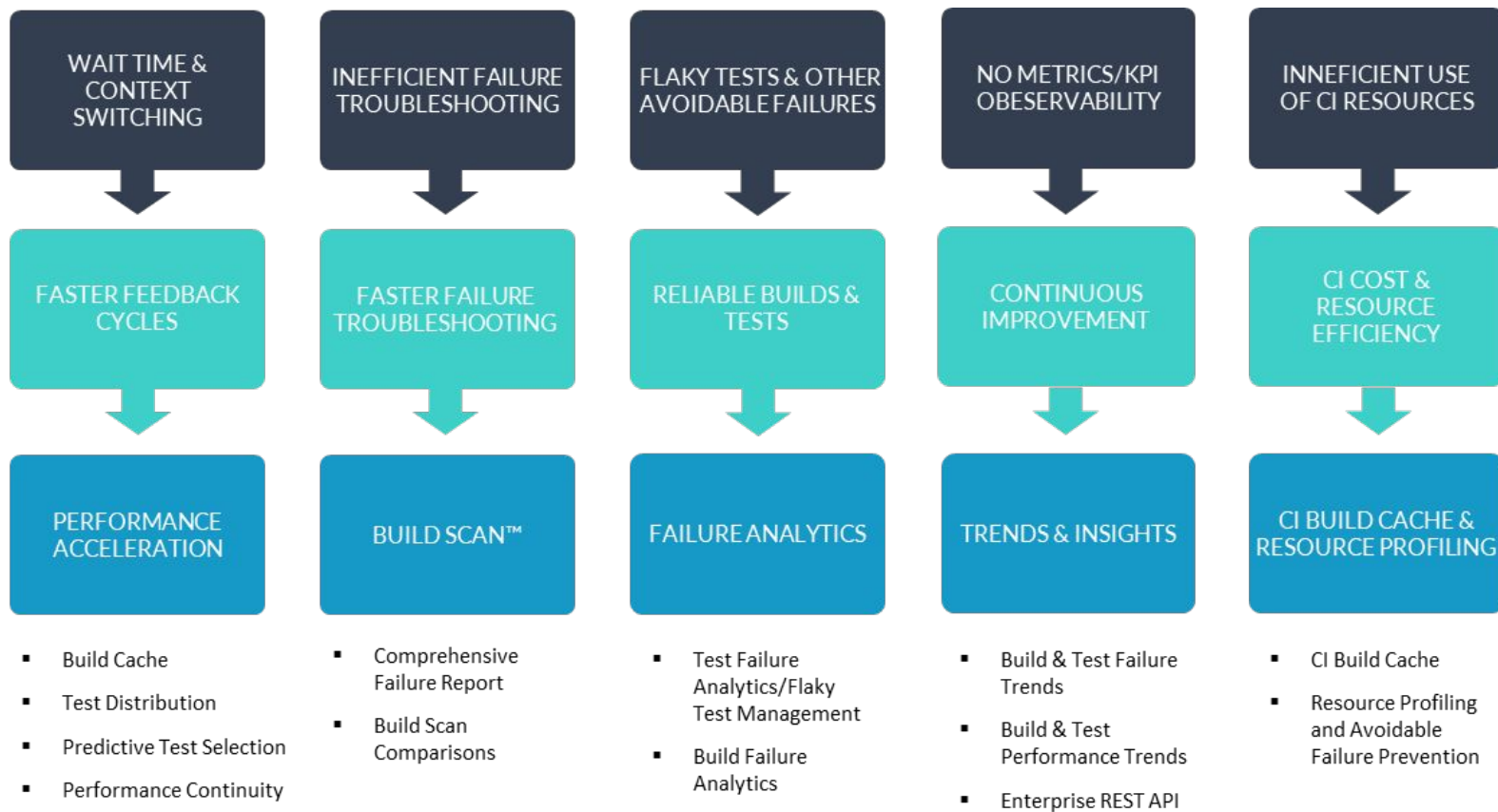
Agile, Lean Six  
Sigma

2010s+

DevOps

2020+

DPE



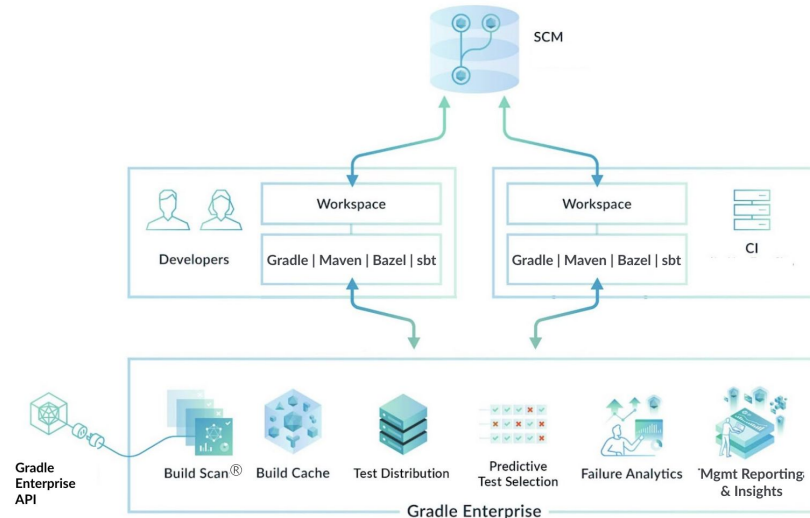
# Develocity

The Develocity data platform and acceleration engine is available for free to all Apache projects at [ge.apache.org](https://ge.apache.org).



# Develocity

Develocity is a platform that improves the productivity of engineering teams by providing deep insights into how their software is built locally and on CI and by highly accelerating the execution of their Maven, Gradle, Android, Bazel, sbt builds.





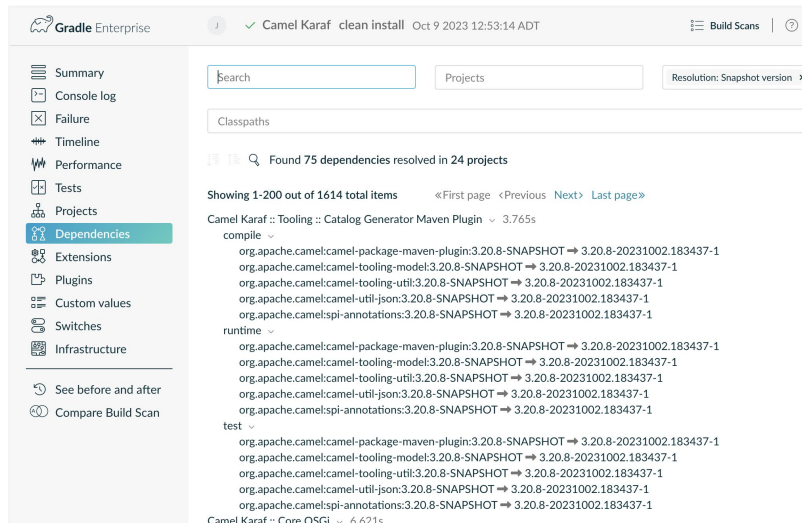
# Build Insights



# Build Insights via Build Scan

Build insights allow efficient troubleshooting and informed decisions about what to improve to make builds faster and more reliable.

- Resolved dependency graph
- Executed goals/tasks
- Executed tests
- Applied plugins
- Switches/flags
- Environment
- Log
- etc.

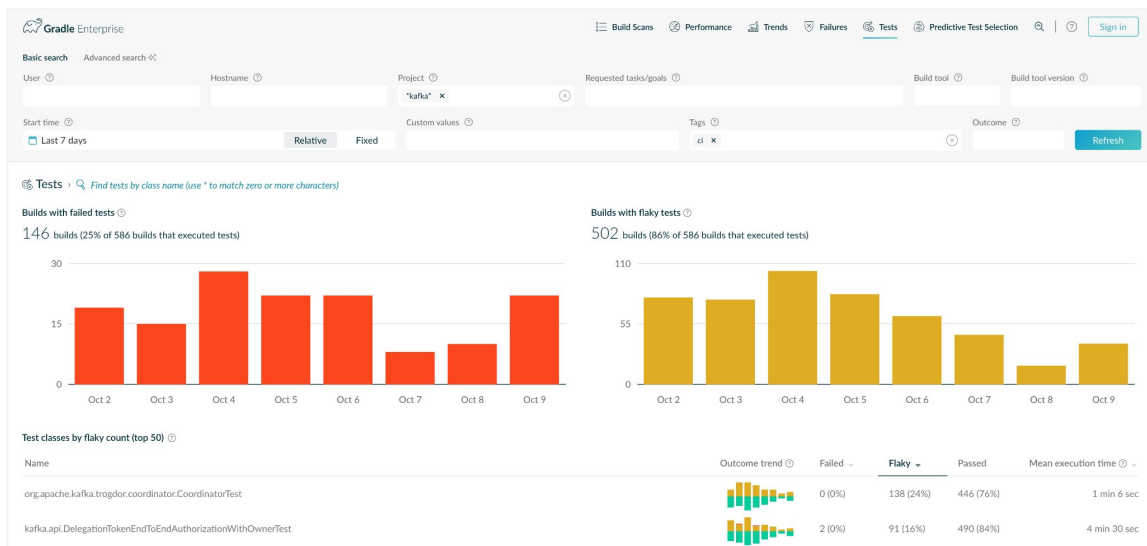


The screenshot displays the Gradle Enterprise Build Scan interface for a build named 'Camel Karaf' with the status 'clean install' on 'Oct 9 2023 12:53:14 ADT'. The left sidebar contains navigation links: Summary, Console log, Failure, Timeline, Performance, Tests, Projects, Dependencies (selected), Extensions, Plugins, Custom values, Switches, and Infrastructure. Below these are links for 'See before and after' and 'Compare Build Scan'. The main content area shows a search bar, a 'Projects' filter, and a 'Resolution: Snapshot version' dropdown. It reports 'Found 75 dependencies resolved in 24 projects' and shows 'Showing 1-200 out of 1614 total items'. The 'Camel Karaf :: Tooling :: Catalog Generator Maven Plugin' is expanded, showing its 'compile' and 'runtime' dependencies, all of which are snapshots of the 3.20.8 version. The 'test' dependencies are also listed at the bottom.

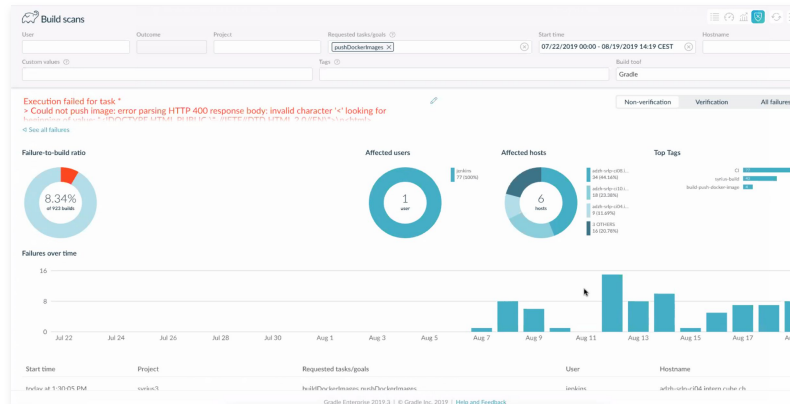
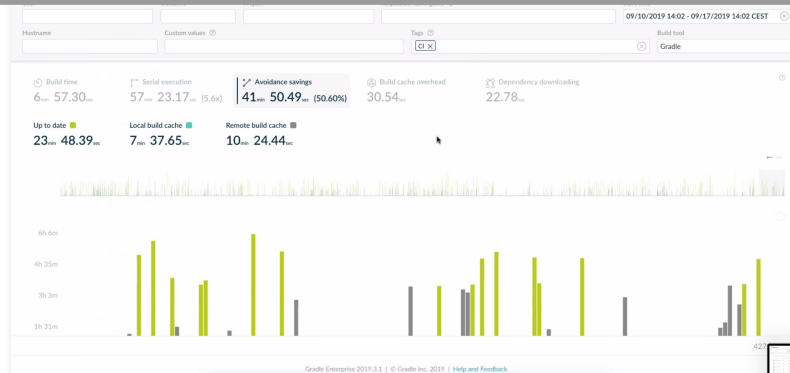
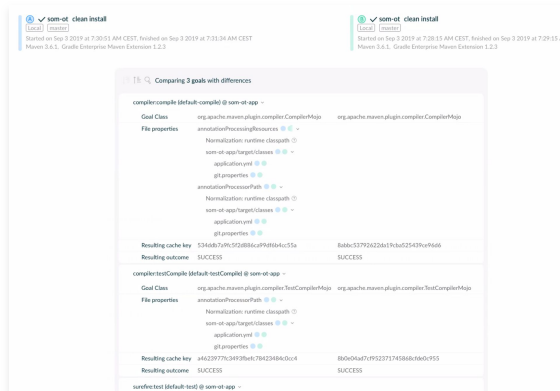
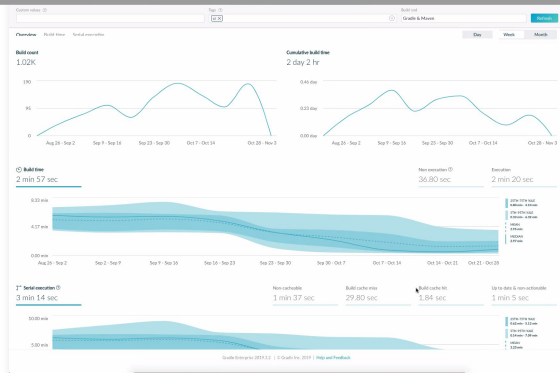


# Build Insights on Flaky Tests

Flaky tests are present in every project and a major contributor to unreliable builds, causing wasteful build and test cycles and compute resources.

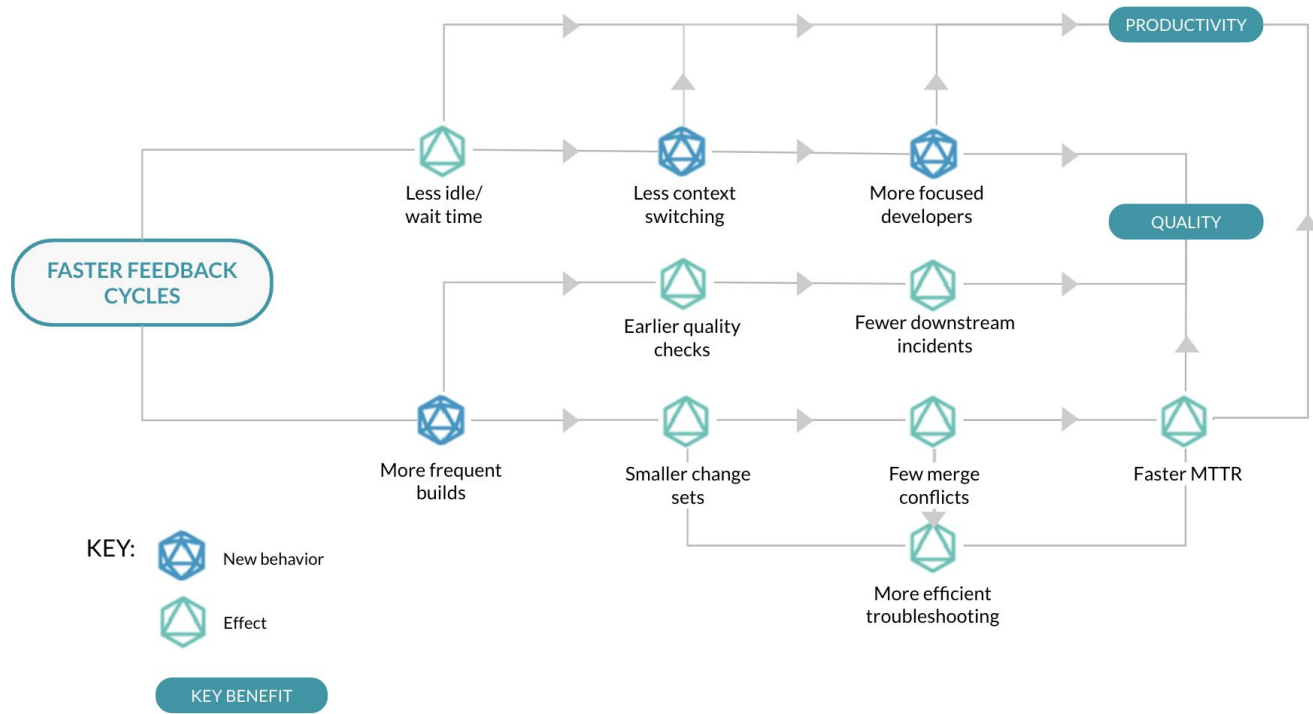


# Build Insights Cross-build Analysis



# Build Acceleration





# Acceleration Technologies

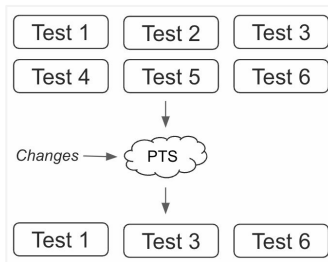
**Build cache** stores and provides artifacts produced by previous task/goal invocations to avoid work that has been done before.

Local build cache node and geo-distributed remote build cache nodes are available for best performance.



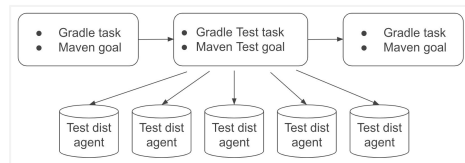
**Predictive test selection** runs only those tests likely to change their state for a given set of changes based on historical data and ML.

Simulator functionality is available to assess the feature's effectiveness



**Test distribution** takes your existing test suites and distributes them across remote agents to execute them faster.

Test agents can be auto-scaled up and down.

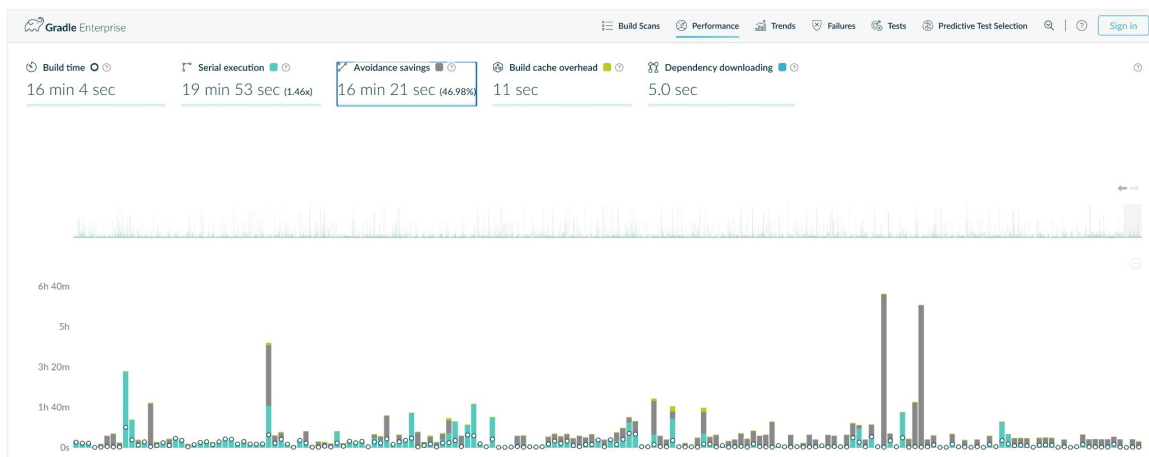




# Impact of Gradle Enterprise Build Caching

In the last 28 days, the Beam project

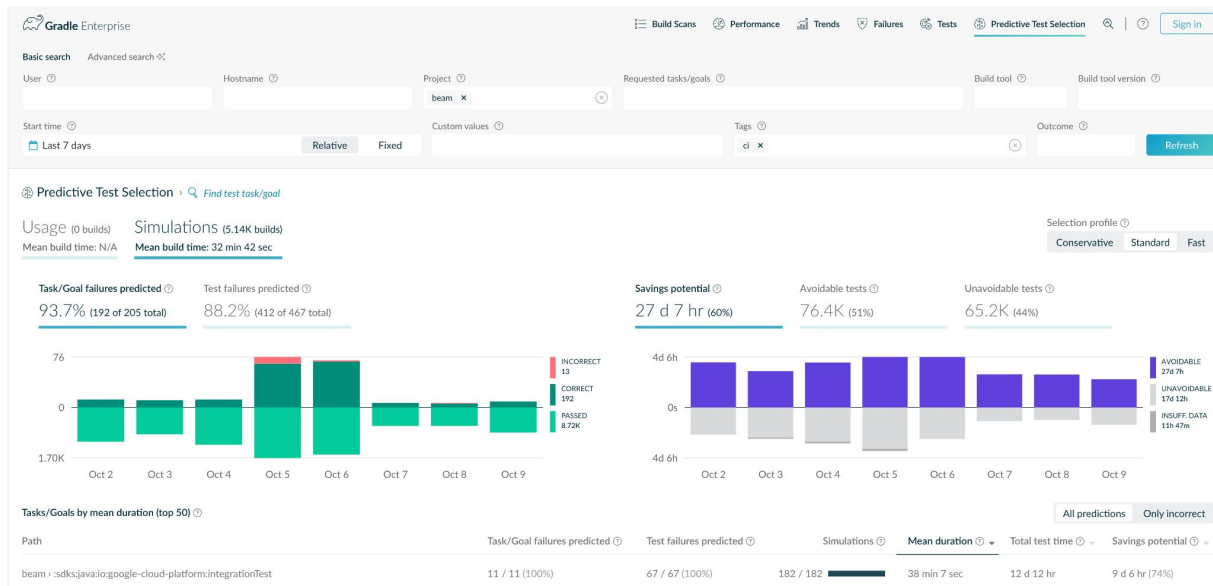
- saved 113 days in task execution time, due to the Remote Build Cache
- ran CI builds on average in 16 min instead of 26 min per build





# Impact of Gradle Enterprise Predictive Test Selection

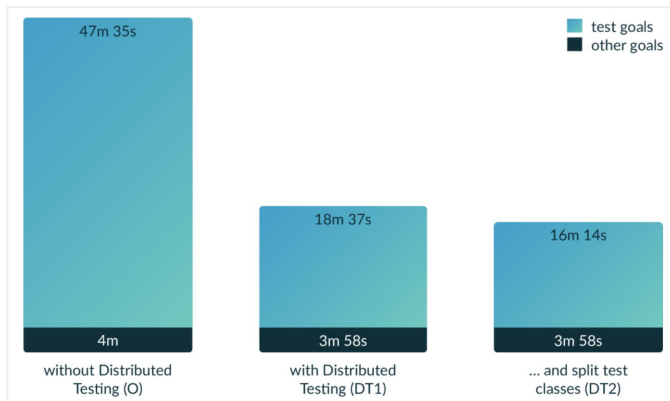
The Beam project could be saving 27 days of serial test time a week thanks to Predictive Test Selection.



# Impact of Gradle Enterprise Test Distribution

The Eclipse Jetty Project can reduce their test time from 47 minutes to 16 minutes thanks to Test Distribution.

Additional optimizations can reduce their total build time from 51 minutes to 11 minutes by enabling build caching and parallel goal execution.



A decorative vertical pattern on the left side of the slide, consisting of light blue lines forming a circuit-like path with various geometric shapes like cubes and polygons.

# OSS Contributions

Developers have many OSS projects to choose from that they can contribute to:

- Popularity, relevance, activity
- Tech stack
- Impact
- Community
- etc.



A decorative vertical pattern on the left side of the slide, consisting of light blue lines forming a circuit-like or maze-like structure, with small geometric shapes like cubes and spheres interspersed.

# Providing a first-class developer experience

Attract and retain contributors with a first-class developer experience:

- Ease and speed of building, testing, and running the project
- Efficient resolution of errors
- Ability to unblock oneself
- Effective collaboration with the committers
- etc.



A decorative vertical pattern on the left side of the slide, consisting of light blue lines forming a circuit-like path with various geometric shapes like cubes and polygons.

# Providing a first-class developer experience

Attract and retain contributors with a first-class developer experience:

- ◆ Checkout from scratch and build locally very fast
- ◆ Use build scans to self-troubleshoot in case of build problems
- ◆ Use build scans to collaborate with project maintainers on local & CI build issues
- ◆ Use build scans to identify flaky tests
- ◆ etc.



# Revved up by Develocity OSS program

>25 OSS projects sponsored with a free Develocity license:

- ◆ Spring (~70% avg build time savings) – [ge.spring.io](https://ge.spring.io)
- ◆ JetBrains Kotlin (~80k builds per week) – [ge.jetbrains.com](https://ge.jetbrains.com)
- ◆ JUnit (~55% remote cache benefit) – [ge.junit.org](https://ge.junit.org)
- ◆ Quarkus, Hibernate, Testcontainers, AndroidX, Armeria, etc.





# Next steps

Embrace developer productivity:

- Visit Gradle at the conference booth
- Browse [ge.apache.org](https://ge.apache.org)
- Contact the ASF Infra team to get your project connected to Develocity (takes 5 min)
- Attend our upcoming training on how to best leverage Develocity on your project



# Developer Productivity Engineering for Open Source Communities



Gradle

Etienne Studer, SVP of Engineering, Develocity